



# Algorithms Theory

## 12 – Minimum Spanning Trees

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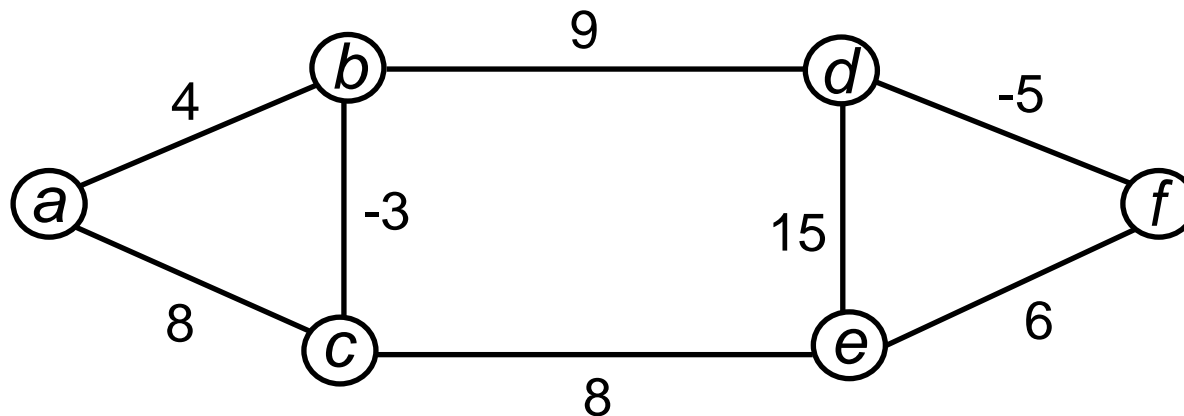
# 1. Minimum spanning trees

$G = (V, E)$  undirected graph       $w: E \rightarrow R$  weight function

Let  $T \subseteq E$  be a tree (connected, acyclic subgraph).

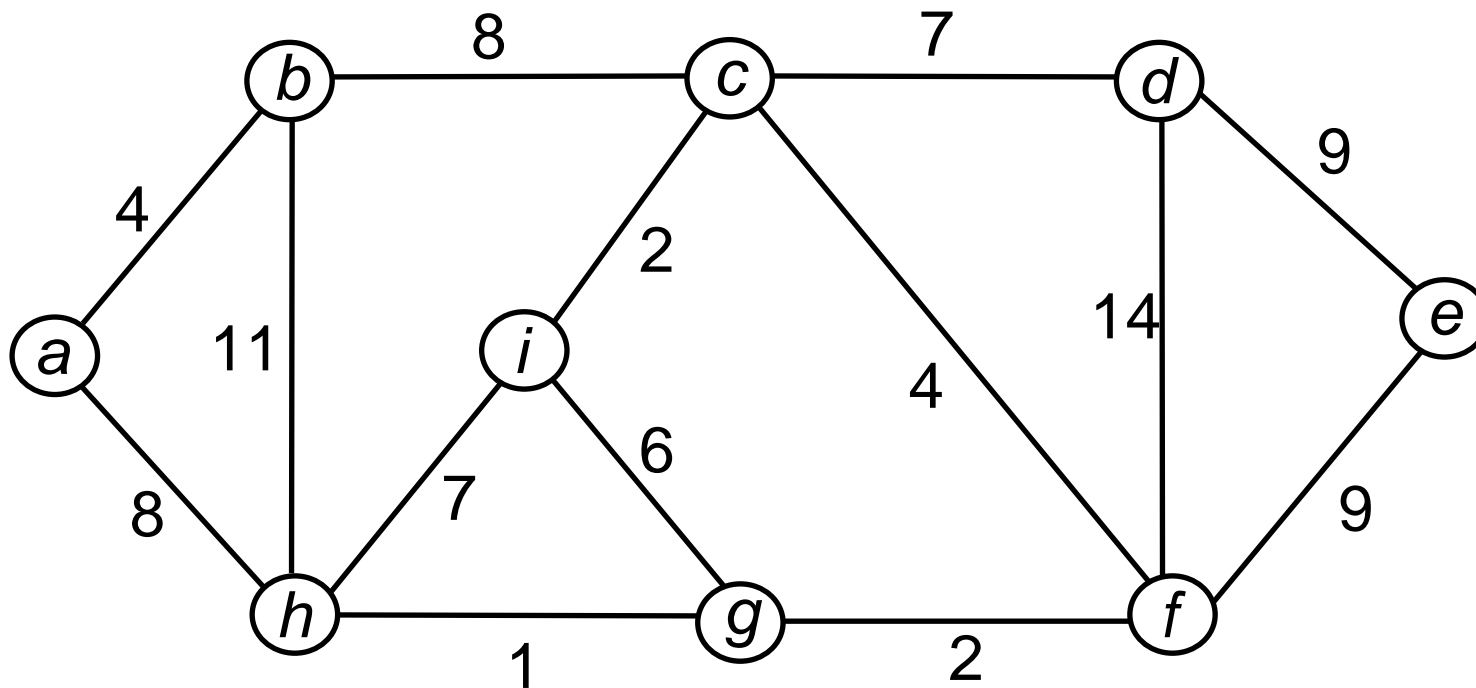
Total weight of  $T$ :

$$w(T) = \sum_{(u,v) \in T} w(u,v)$$



# Minimum spanning trees

A tree  $T \subseteq E$  that connects all vertices in  $V$  and whose **total weight is minimal** is called a **minimum spanning tree**.



# Growing a minimum spanning tree

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**Invariant:** Maintain a set  $A \subseteq E$  that is a subset of some minimum spanning tree.

**Definition:** An edge  $(u,v) \in E \setminus A$  is a **safe edge for  $A$**  if  $A \cup \{(u,v)\}$  is also a subset of some minimum spanning tree.

# Greedy approach

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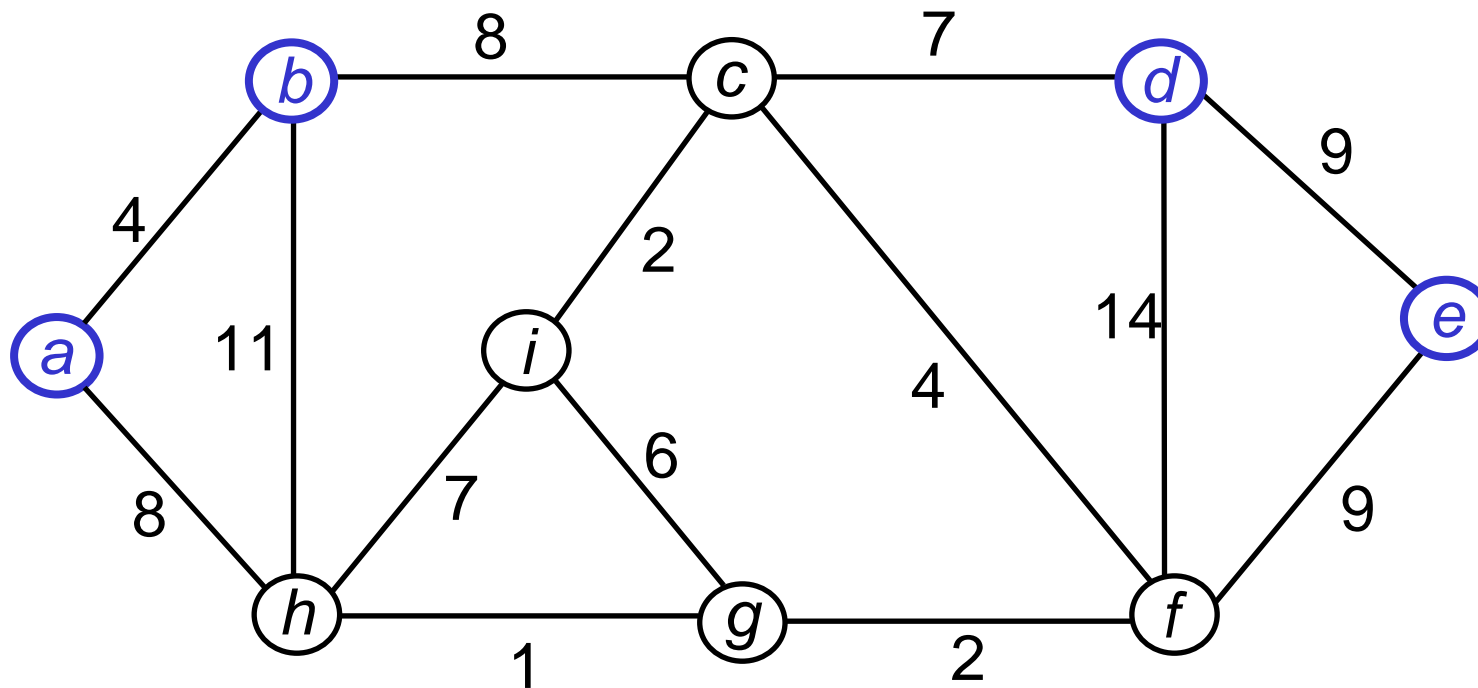
**Algorithm** Generic-MST( $G, w$ );

1.  $A \leftarrow \emptyset$ ;
2. **while**  $A$  does not form a spanning tree **do**
3.     Find an edge  $(u, v)$  that is safe for  $A$ ;
4.      $A \leftarrow A \cup \{(u, v)\}$ ;
5. **endwhile**;

## 2. Cuts

A cut  $(S, V \setminus S)$  is a partition of  $V$ .

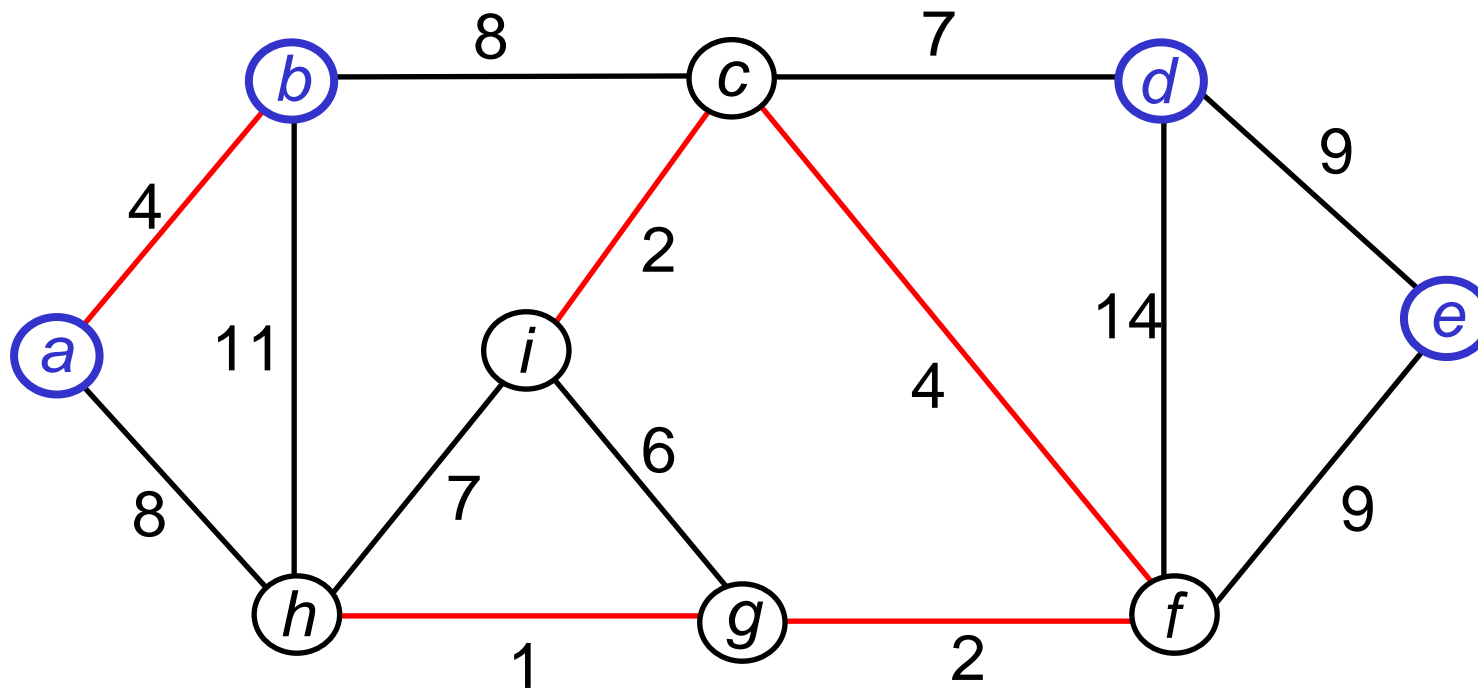
An edge  $(u, v)$  crosses  $(S, V \setminus S)$  if one of its endpoints is in  $S$  and the other is in  $V \setminus S$ .



# Cuts



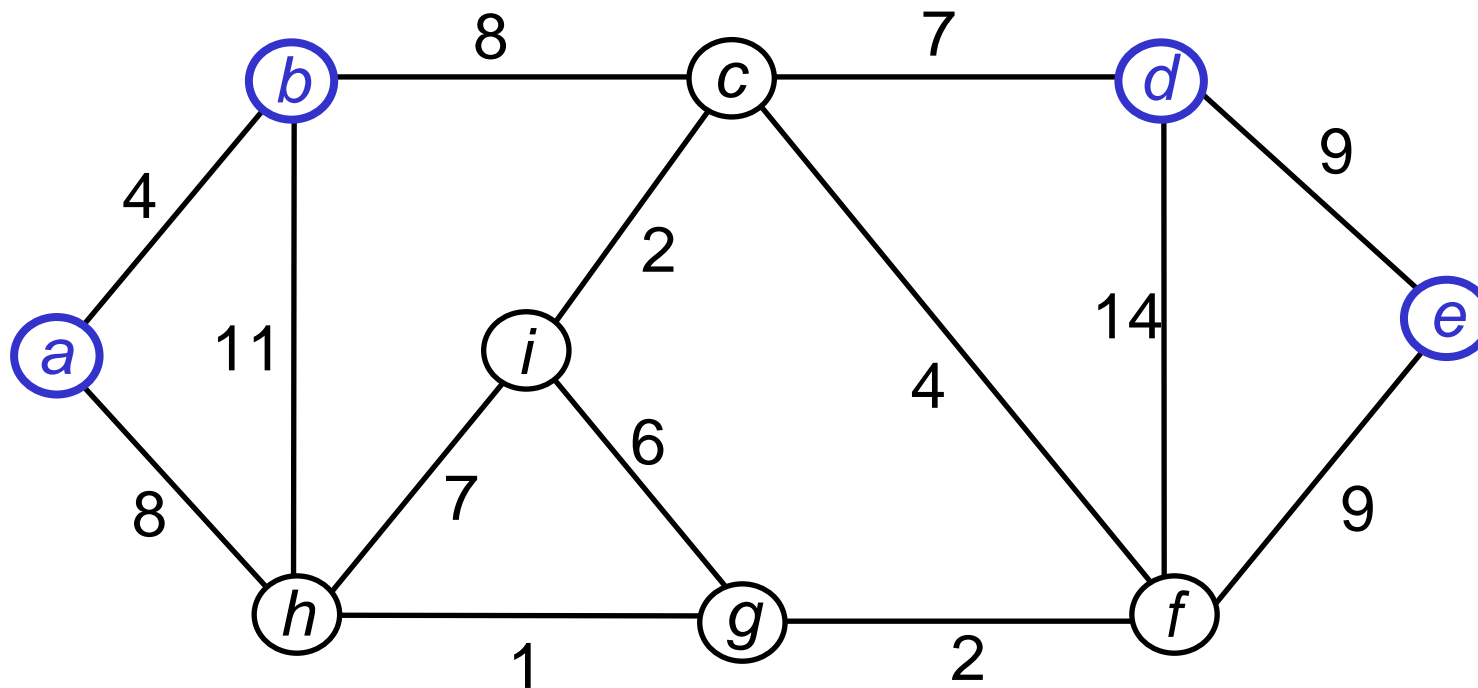
A **cut respects** a set  $A$  of edges if no edge in  $A$  crosses the cut.



# Cuts



An edge is a **light edge crossing a certain cut** if its weight is the minimum of any edge crossing the cut.





## 3. Safe edges

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**Theorem:** Let  $A$  be a subset of some minimum spanning tree  $T$ , and let  $(S, V \setminus S)$  be a cut that respects  $A$ . If  $(u, v)$  is a light edge crossing  $(S, V \setminus S)$  then  $(u, v)$  is safe for  $A$ .

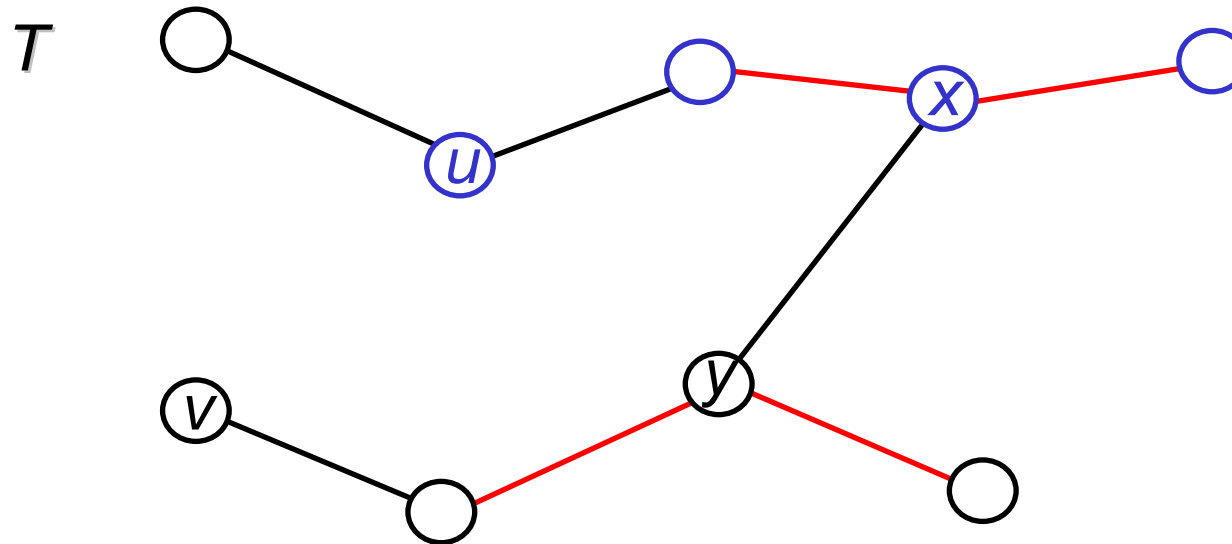
**Proof:**

Case 1:  $(u, v) \in T$ : ok

Case 2:  $(u, v) \notin T$ :

We construct another minimum spanning tree  $T'$  with  $(u, v) \in T'$  and  $A \subseteq T'$ .

# Safe edges



Adding  $(u, v)$  to  $T$  yields a cycle.

On this cycle, there is at least one edge  $(x, y)$  in  $T$  that also crosses the cut.

# Safe edges

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$$T' = T \setminus \{(x,y)\} \cup \{(u,v)\}$$

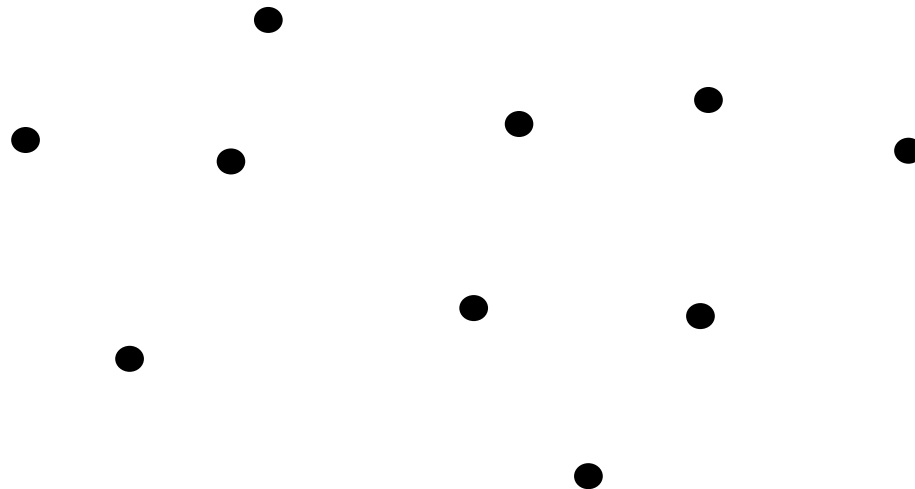
is a minimum spanning tree, since

$$w(T') = w(T) - w(x,y) + w(u,v) \leq w(T)$$

## 4. The graph $G_A$

$$G_A = (V, A)$$

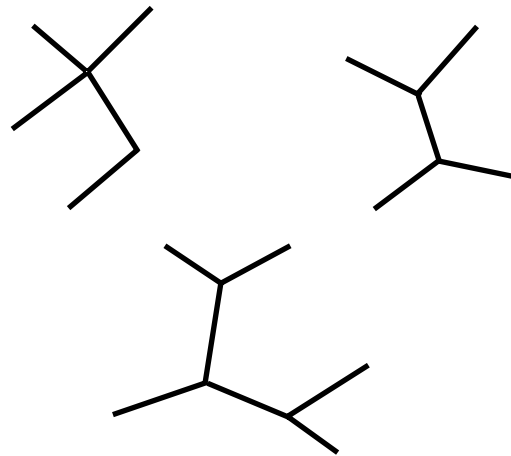
- is a **forest**, i.e. a collection of trees
- at the beginning, when  $A = \emptyset$ , each tree consists of a single vertex
- any safe edge for  $A$  connects **distinct trees**



# The graph $G_A$

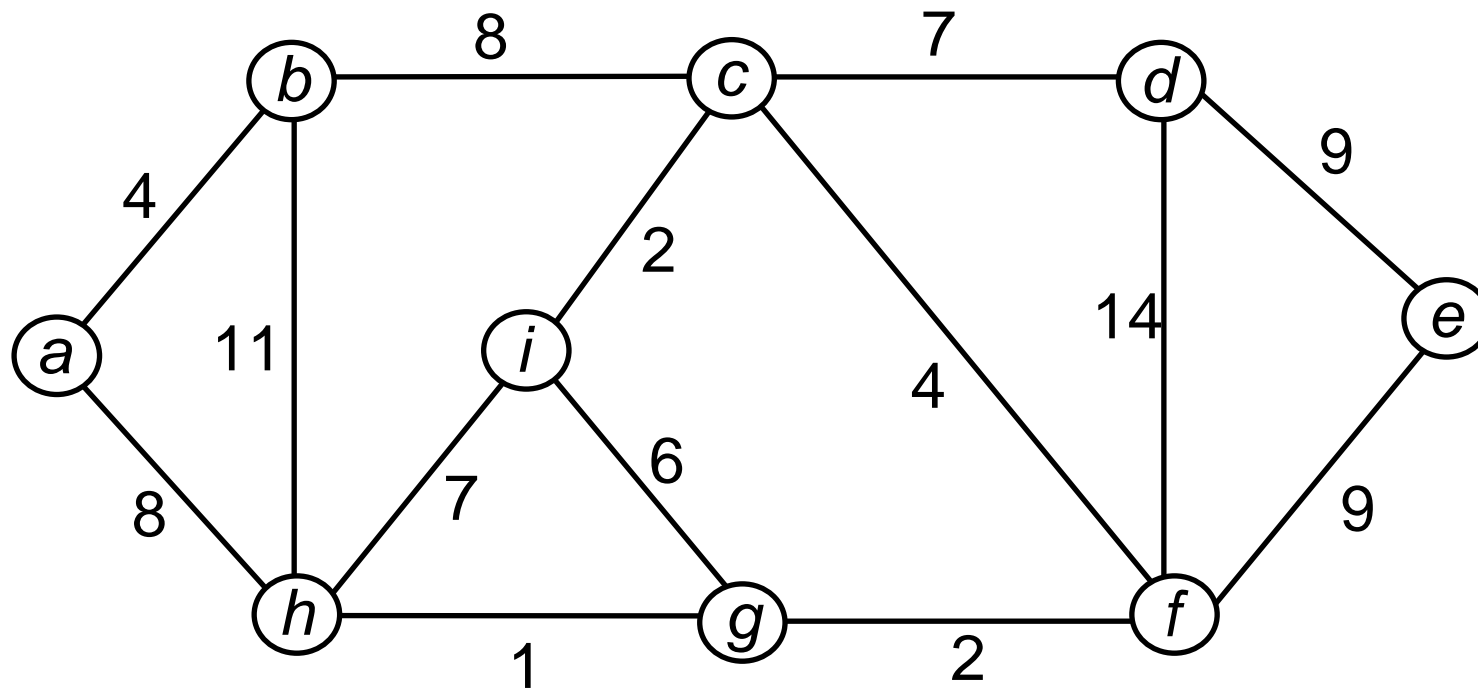
**Corollary:** Let  $B$  be a tree in  $G_A = (V, A)$ . If  $(u, v)$  is a light edge connecting  $B$  to some other tree in  $G_A$ , then  $(u, v)$  is safe for  $A$ .

**Proof:**  $(B, V \setminus B)$  respects  $A$  and  $(u, v)$  is a light edge for this cut.



# 5. Kruskal's algorithm

Always choose an edge of smallest weight that connects two trees  $B_1$  and  $B_2$  in  $G_A$ .



# Kruskal's algorithm

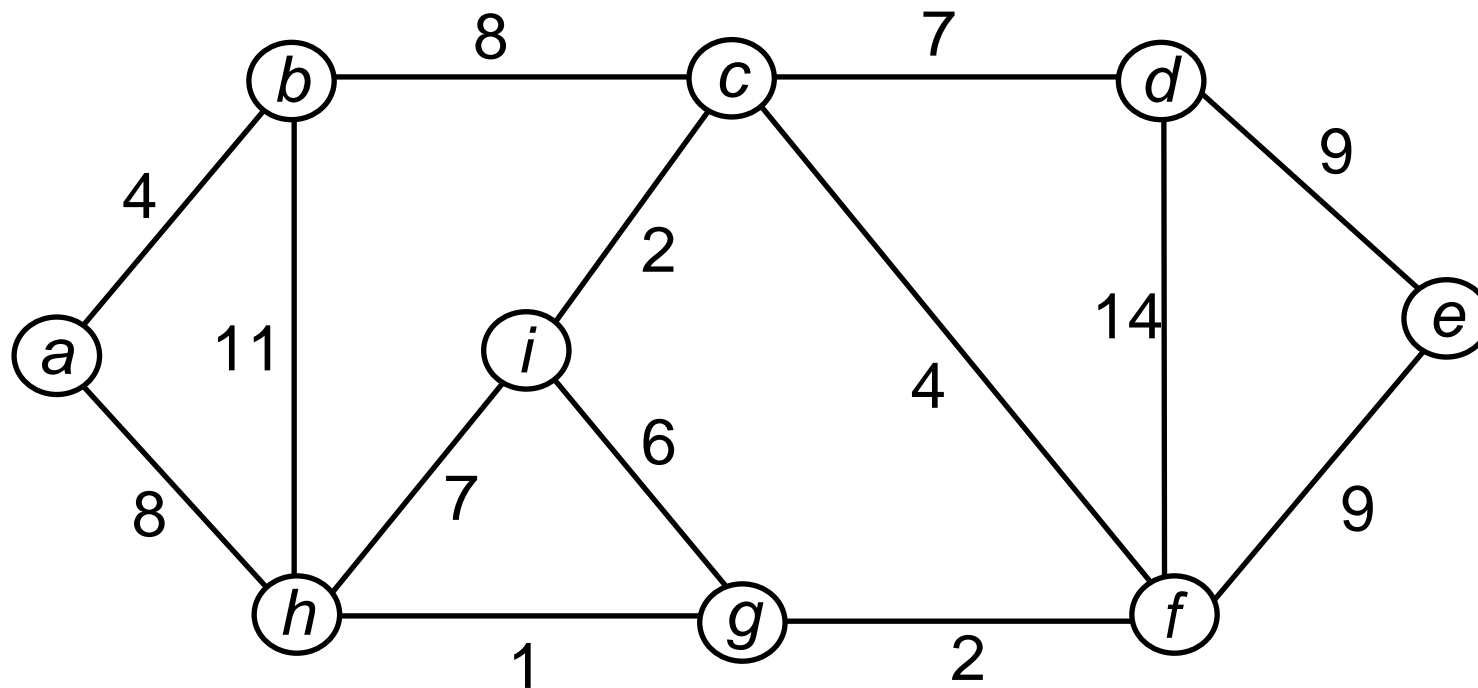
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1.  $A \leftarrow \emptyset$ ;
2. **for all**  $v \in V$  **do**  $B_v \leftarrow \{v\}$ ; **endfor**;
3. Generate a list  $L$  of all edges in  $E$ , sorted in non-decreasing order of weight;
4. **for all**  $(u,v)$  in  $L$  **do**
5.      $B_1 \leftarrow \text{FIND}(u)$ ;  $B_2 \leftarrow \text{FIND}(v)$ ;
6.     **if**  $B_1 \neq B_2$  **then**
7.          $A \leftarrow A \cup \{(u,v)\}$ ;    **UNION** ( $B_1, B_2$ );
8.     **endif**;
9. **endfor**;

Running time:  $O(m \alpha(m,n) + m + n \log n)$

## 6. Prim's algorithm

$A$  is always a **single tree**. Start from an arbitrary root vertex  $r$ . In each step, add a **light edge** to  $A$  that connects  $A$  to a **vertex in  $V \setminus A$** .





# Implementation

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$Q$  : priority queue containing all vertices  $v \in V \setminus A$ .

**key of vertex  $v$**  : minimum weight of any edge connecting  $v$  to a vertex in  $A$  (i.e. in the tree)

For a vertex  $v$ , let  $p[v]$  denote **the parent** of  $v$  in the tree.

$$A = \{ (v, p[v]) : v \in V - \{r\} - Q \}$$

# Prim's algorithm

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1. **for all**  $v \in V$  **do** Insert( $Q$ ,  $\infty$ ,  $v$ ); **endfor**;
2. Choose a root vertex  $r \in V$ ;
3. DecreaseKey( $Q$ , 0,  $r$ );  $p[r] \leftarrow \text{nil}$ ;
4. **while**  $\neg \text{Empty}(Q)$  **do**
5.      $(d, u) \leftarrow \text{DeleteMin}(Q)$ ;
6.     **for all**  $(u, v) \in E$  **do**
7.         **if**  $v \in Q$  and  $w(u, v) < \text{key of } v$  **then**
8.             DecreaseKey( $Q$ ,  $w(u, v)$ ,  $v$ );  $p[v] \leftarrow u$ ;
9.         **endif**;
10.     **endfor**;
11. **endwhile**;

Running time:  $O(n \log n + m)$